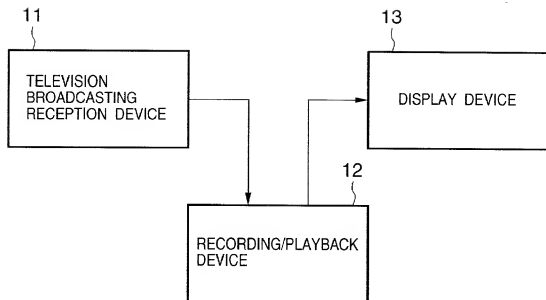


**FIG. 1**

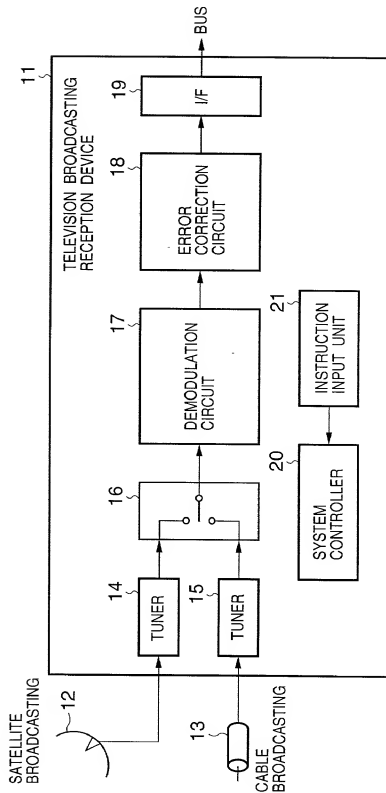


FIG. 3

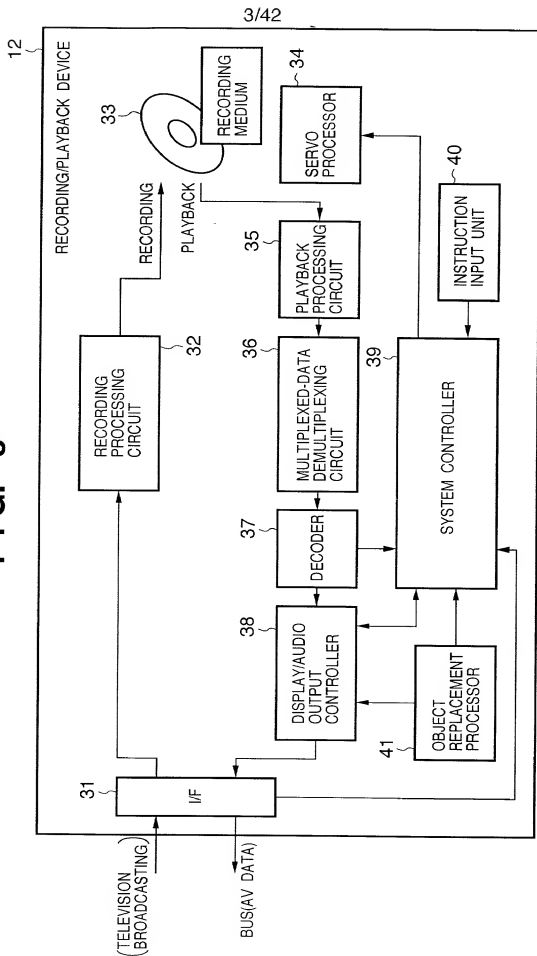


FIG. 4

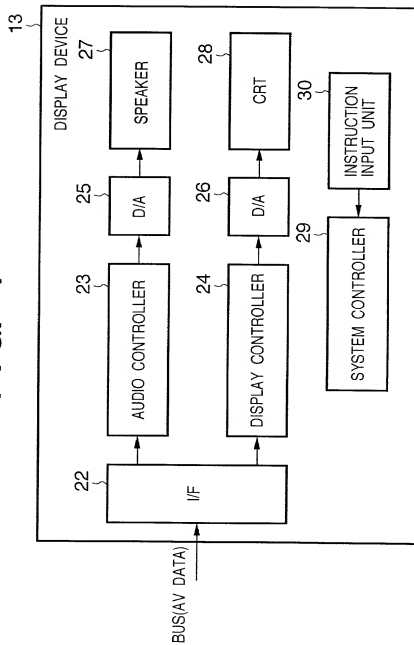
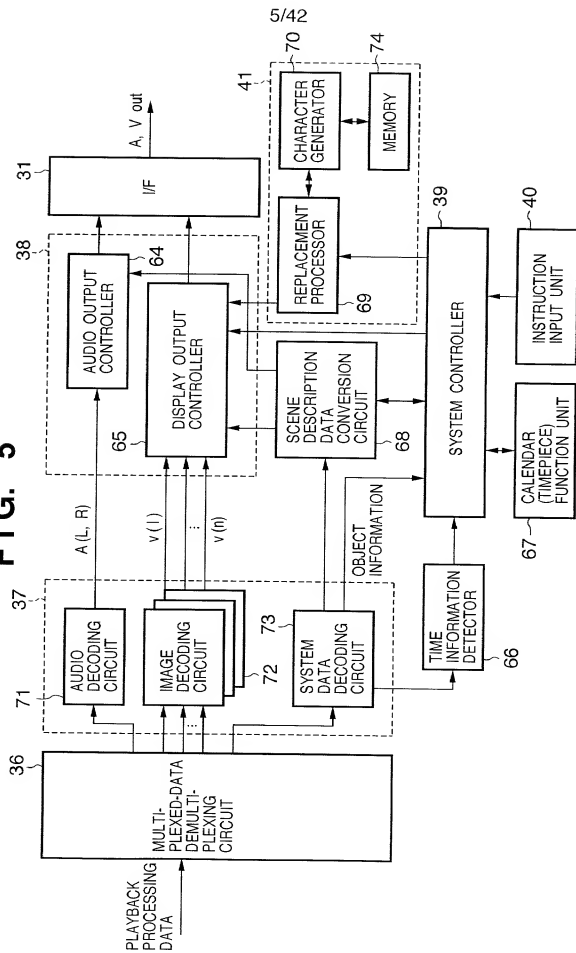
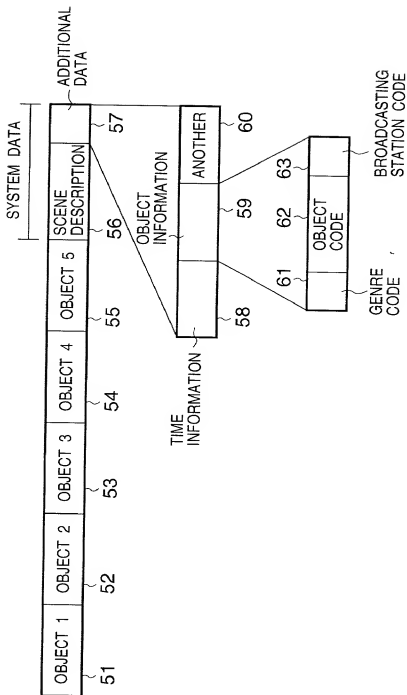


FIG. 5



## FIG. 6



**FIG. 7**

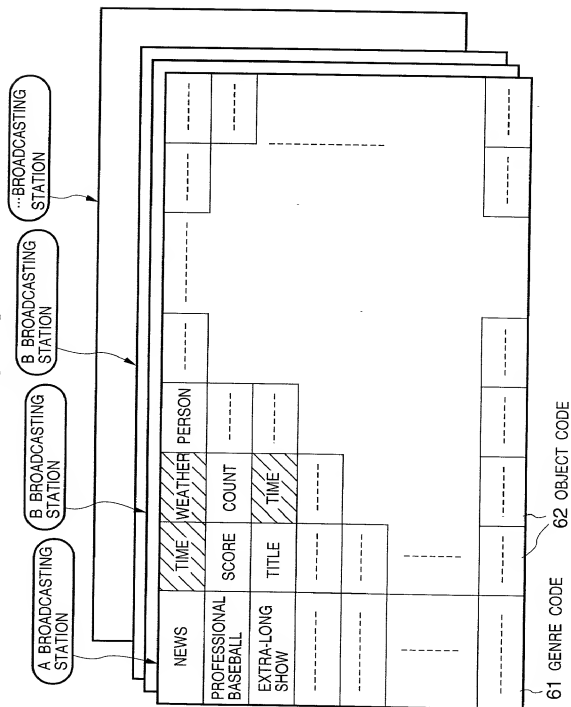


FIG. 8

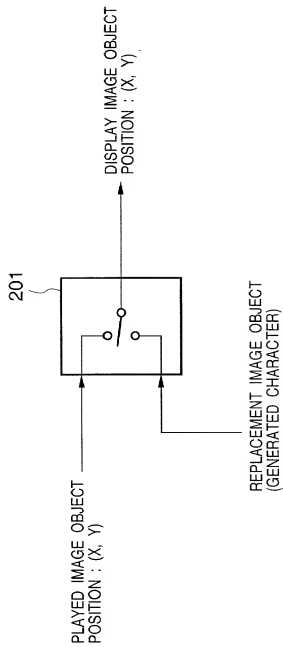




FIG. 9A

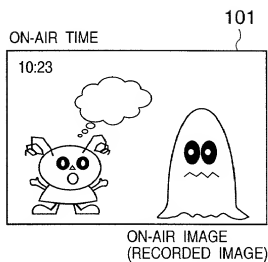


FIG. 9B

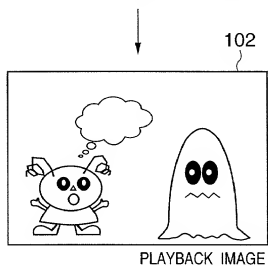


FIG. 10A

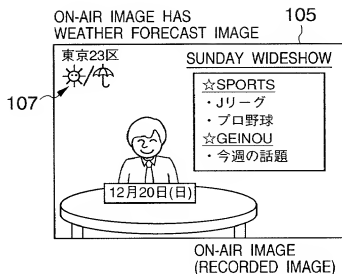


FIG. 10B

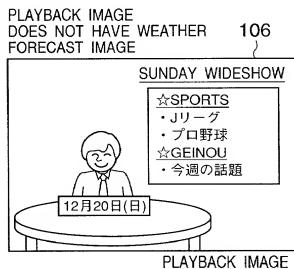


FIG. 11A

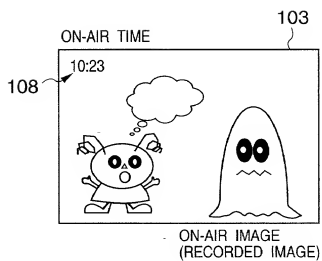


FIG. 11B

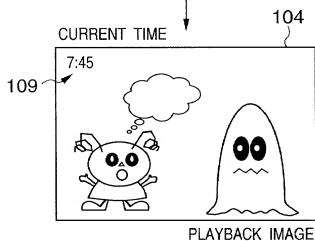


FIG. 12

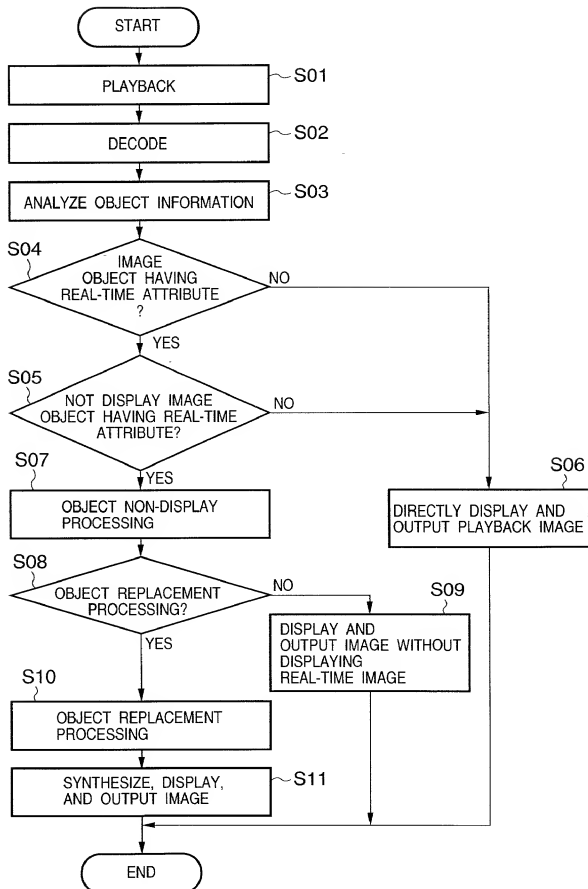


FIG. 13

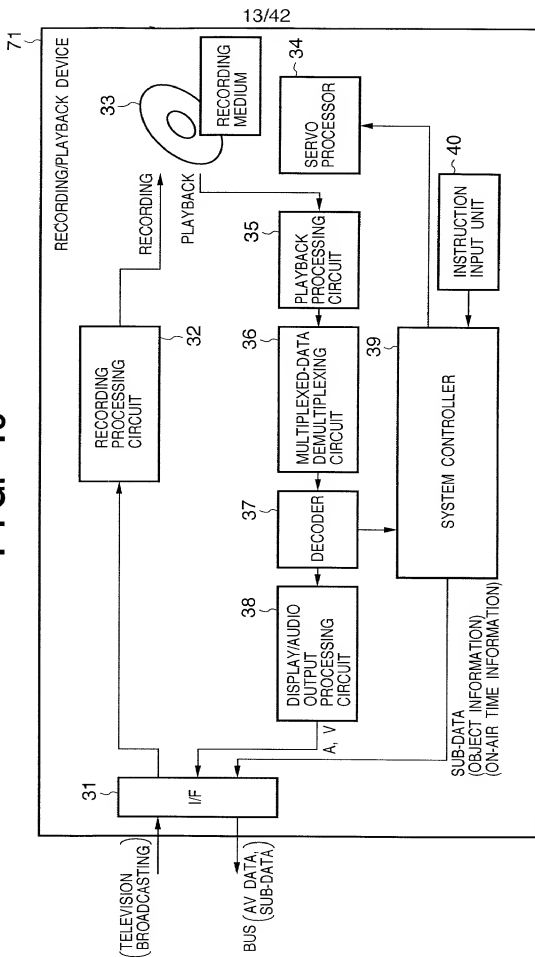
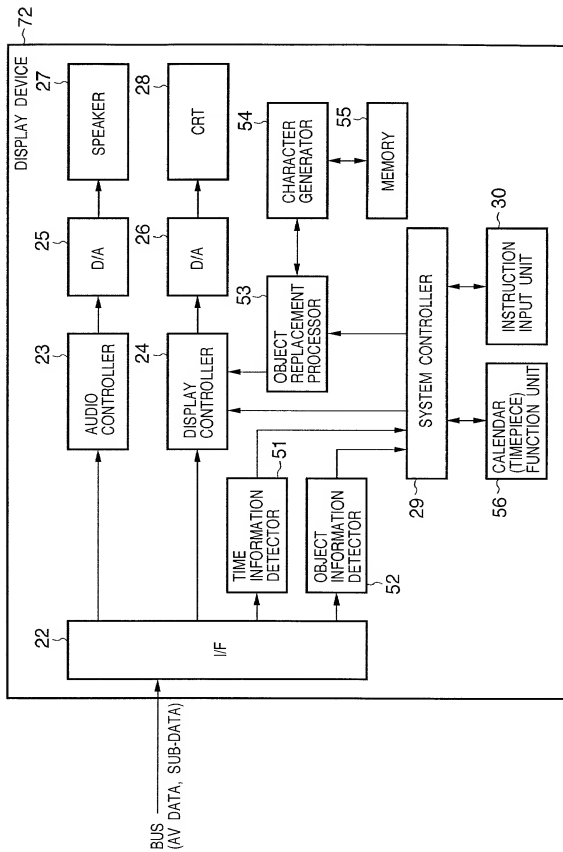


FIG. 14



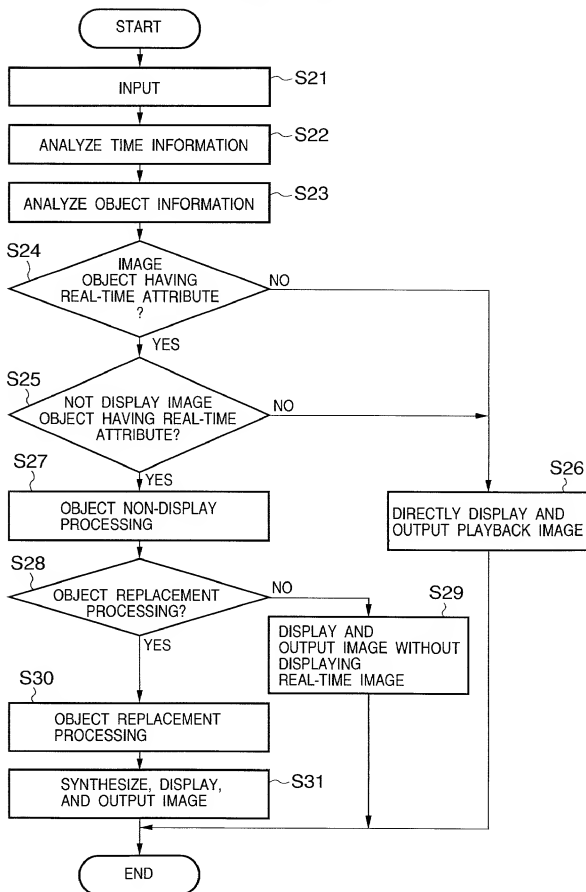
**FIG. 15**





FIG. 17

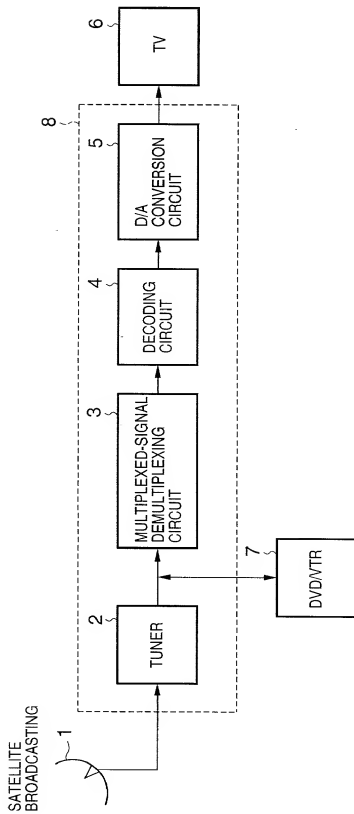


FIG. 18

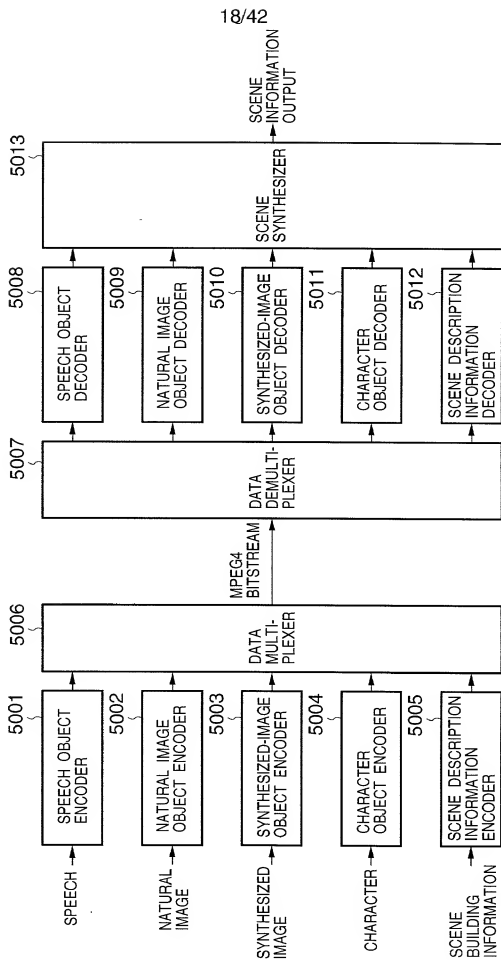
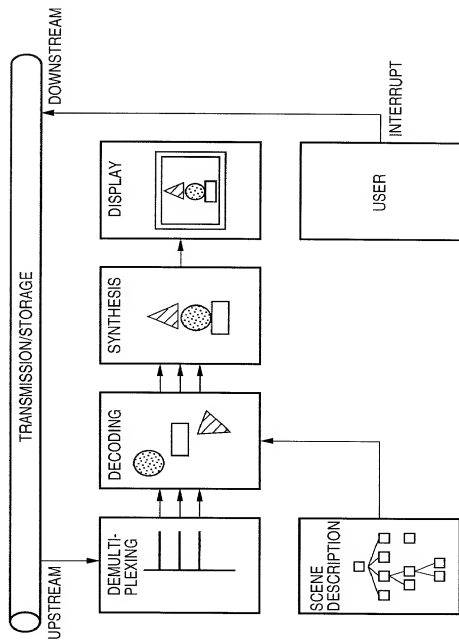
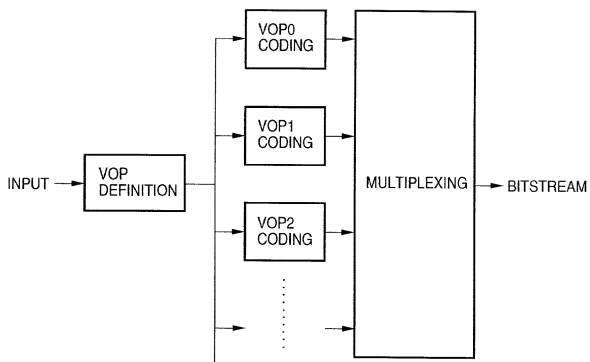


FIG. 19



**FIG. 20**

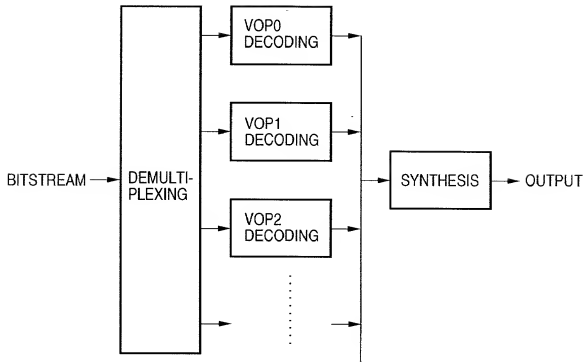
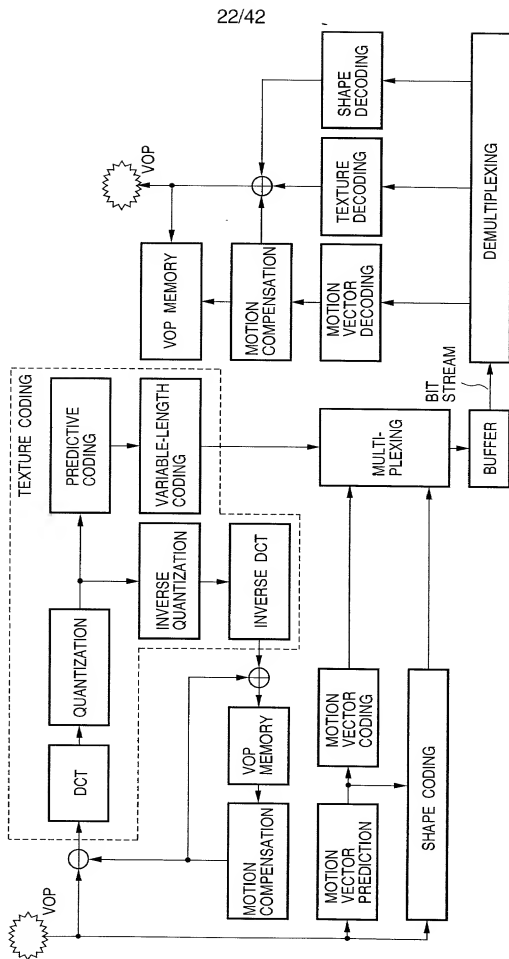
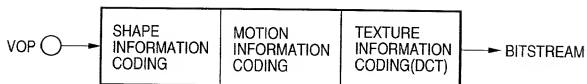
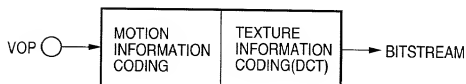
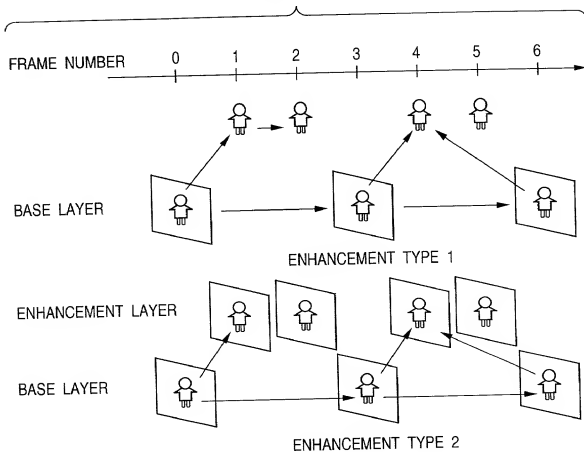
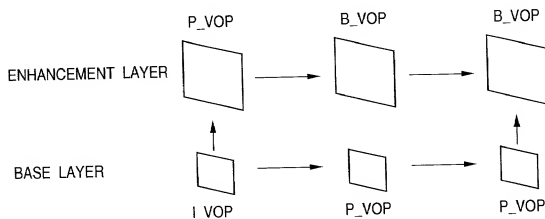
**FIG. 21**

FIG. 22



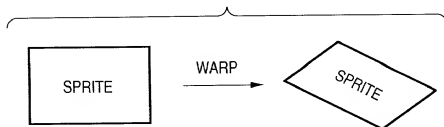
**FIG. 23A****FIG. 23B**

**FIG. 24A****FIG. 24B**



**FIG. 25A**

PERSPECTIVE TRANSFORMATION	$x' = (ax + by + c)/(gx + hy + l)$ $y' = (dx + ey + f)/(gx + hy + l)$
AFFINE TRANSFORMATION	$x' = ax + by + c$ $y' = dx + ey + f$
ISOTROPIC ENLARGEMENT (a)/ ROTATION( $\theta$ )/MOVEMENT(c, f)	$x' = a \cos \theta x + a \sin \theta y + c$ $y' = -a \sin \theta x + a \cos \theta y + f$
TRANSLATION	$x' = x + c$ $y' = y + f$

**FIG. 25B**

**FIG. 26**

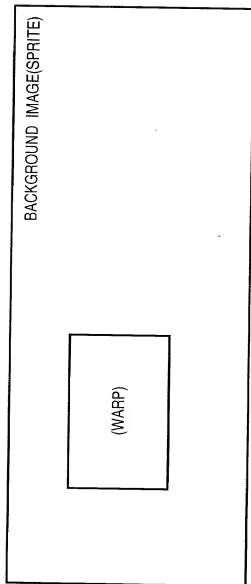
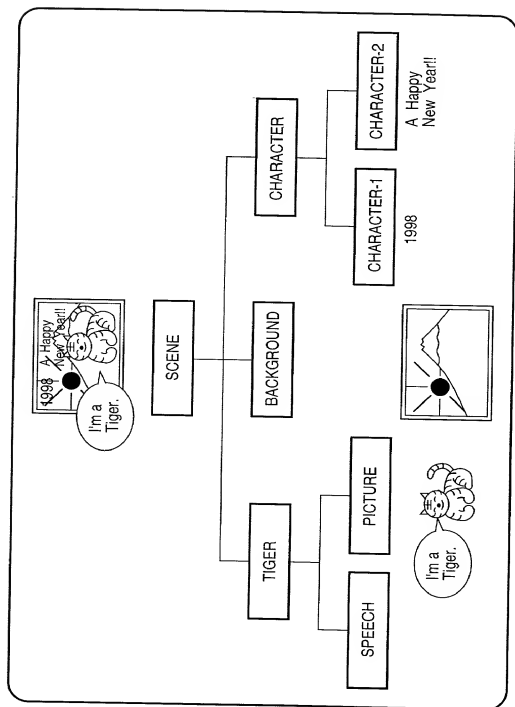


FIG. 27

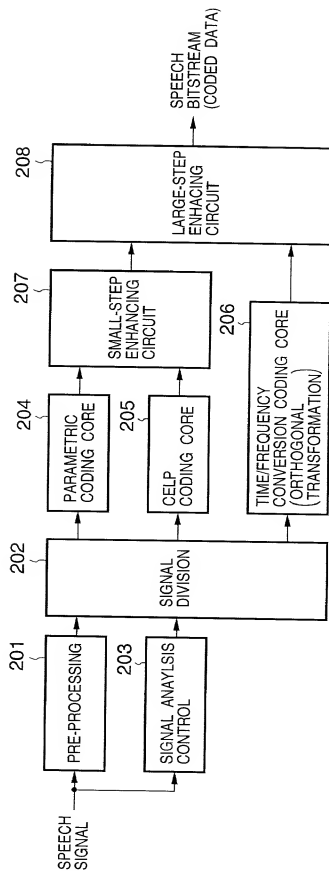


**FIG. 28**

CODING SCHEME		BIT RATE kbit/S
PARAMETRIC CODING	IL	6-16
	HVXC	2-6
CELP CODING	WB-CELP	14-24
	NB-CELP	4-12
TIME/FREQUENCY CONVERSION CODING (T/F CONVERSION)	COMPLIANCE WITH AAC	24-64
	TwinVQ	6-40
SNHC	SA CODING (TONE SYNTHESIS)	—
	TTS CODING (TONE SYNTHESIS)	—

CELP : Code Excited Linear Prediction  
 SNHC : Synthetic Natural Hybrid Coding

FIG. 29



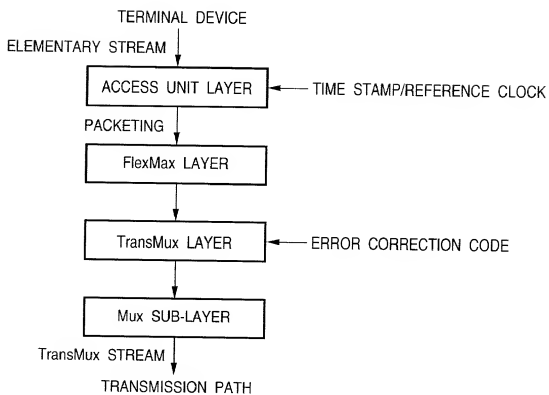
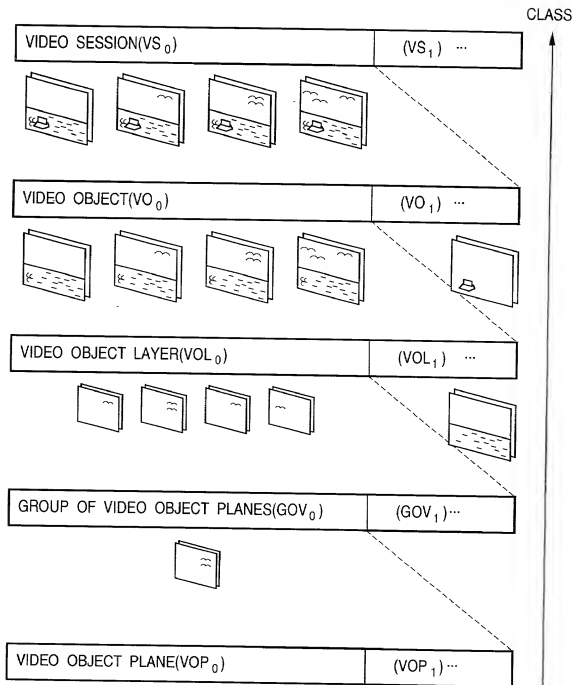
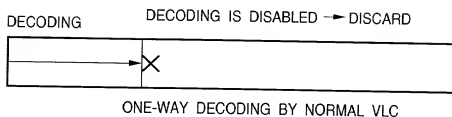
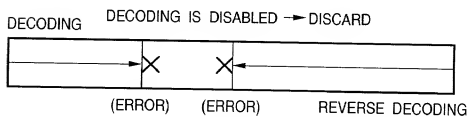
**FIG. 30**

FIG. 31



VS : Video Session  
 VO : Video Object  
 VOL : Video Object Layer  
 GOV : Group Of Video Object Plane  
 VOP : Video Object Plane

**FIG. 32A****FIG. 32B**



**FIG. 33A**

INSERTION OF RM(RESYNC MARKER)

RAM	MICROBLOCK NUMBER	QUAN- TIZATION SCALE VALUE	RM	MICROBLOCK NUMBER	QUAN- TIZATION SCALE VALUE
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SLICE

**FIG. 33B**

INSERTION OF MM(MOTION MARKER)<DATA PARTITIONING>

MOTION INFORMATION	MM	TEXTURE INFORMATION	
-----------------------	----	---------------------	--

**FIG. 34**

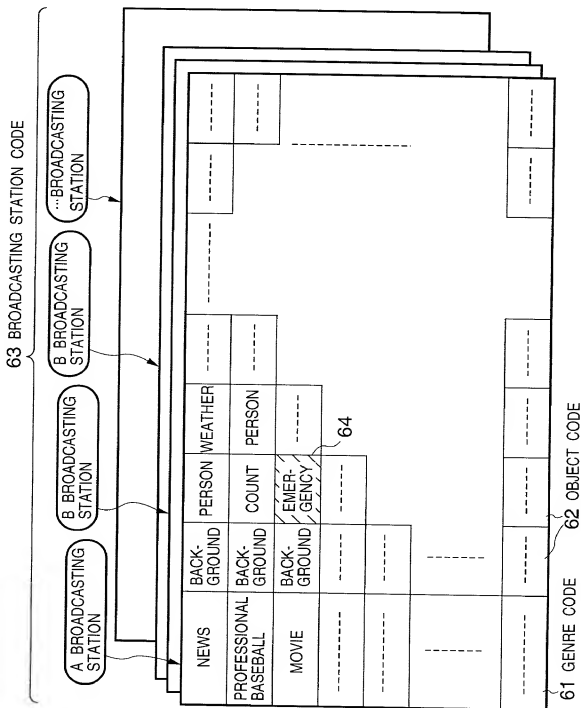


FIG. 35

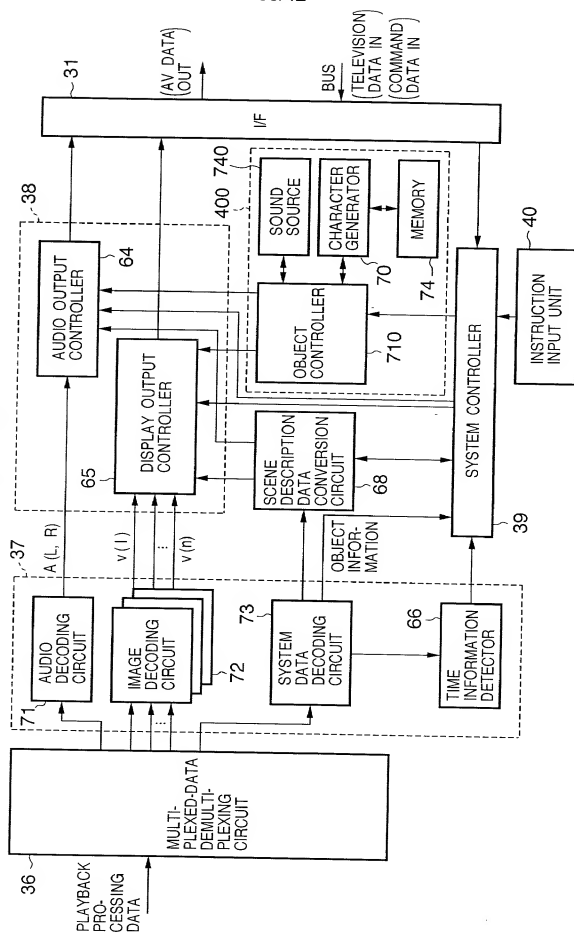


FIG. 36

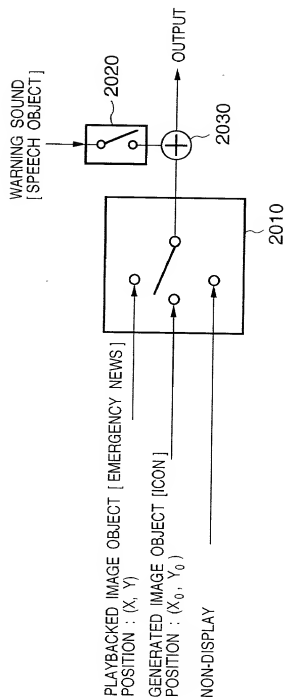
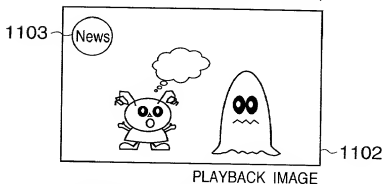


FIG. 37A

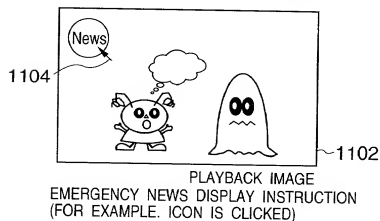


FIG. 37B



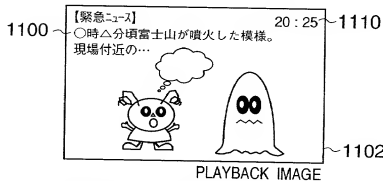
PLYBACK PATTERN ①  
"EMERGENCY NEWS" (IMAGE OBJECT)  
IS DISPLAYED AS ICON (IMAGE OBJECT)

FIG. 37C



EMERGENCY NEWS DISPLAY INSTRUCTION  
(FOR EXAMPLE, ICON IS CLICKED)

FIG. 37D



PLYBACK PATTERN ②  
"EMERGENCY NEWS" OF ORIFINAL IS DISPLAYED.  
RECORDING TIME INFORMATION CAN ALSO  
BE ADDITIONALLY DISPLAYED

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FIG. 38A

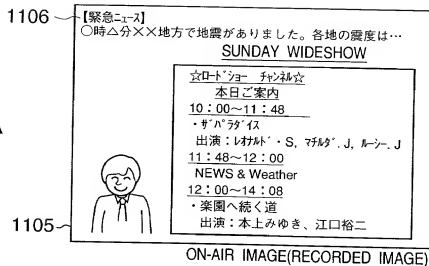
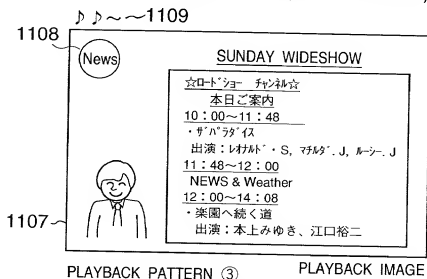


FIG. 38B

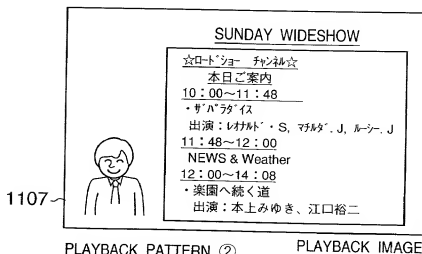


SOUND IS OUTPUT AT PORTION WHERE  
DISPLAY FORM WAS CHANGED

PLAYBACK PATTERN ①

"EMERGENCY NEWS" (IMAGE OBJECT)  
IS DISPLAYED AS ICON (IMAGE OBJECT)

FIG. 38C



OBJECT IS NOT DISPLAYED  
(ICON IS NOT DISPLAYED)

FIG. 39

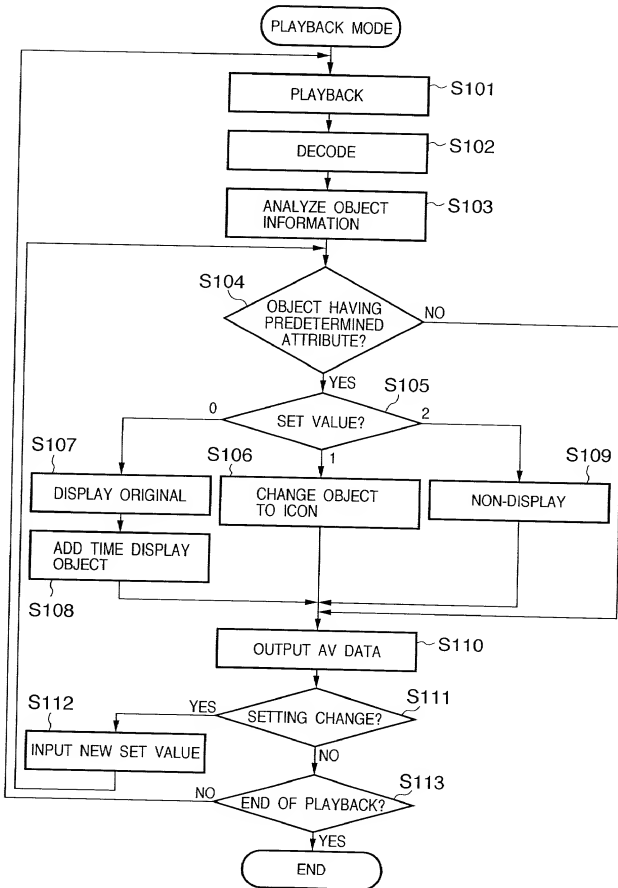


FIG. 40

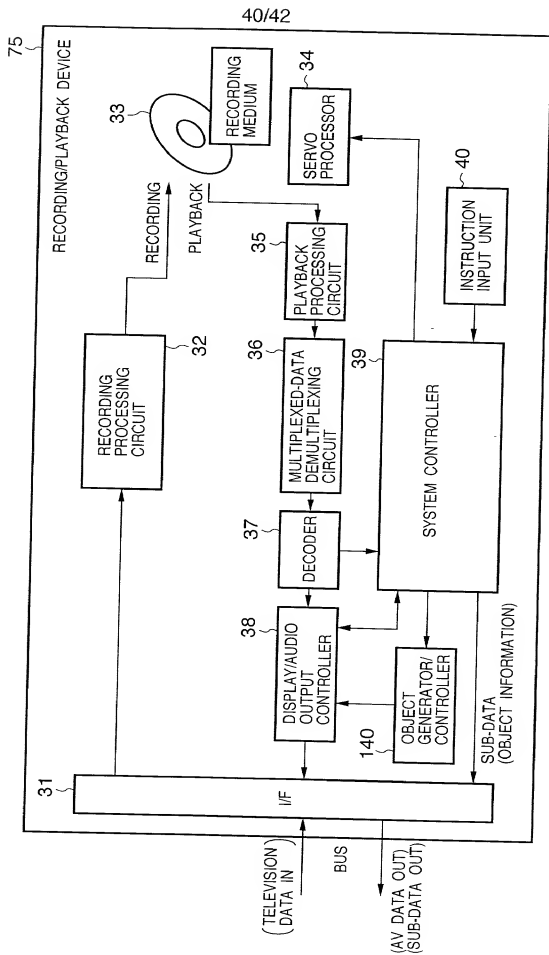




FIG. 41

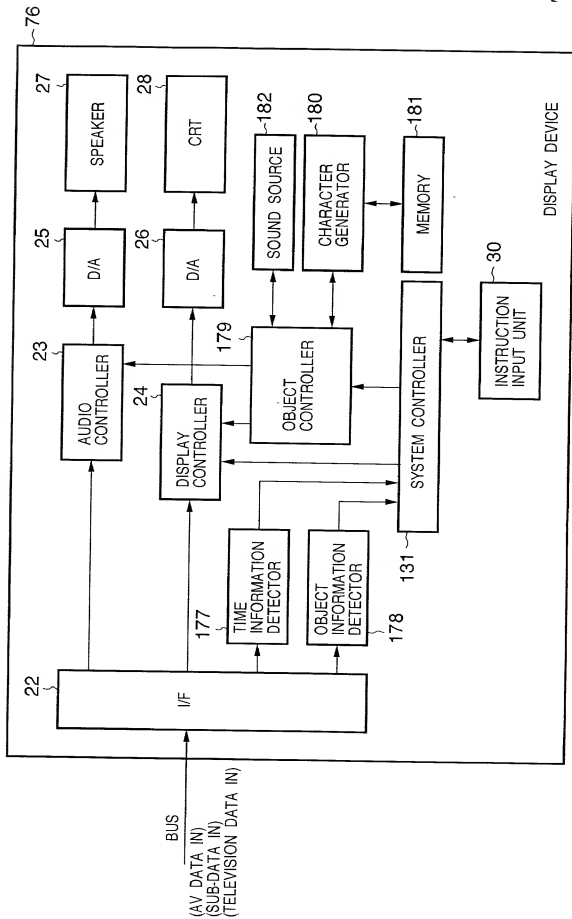


FIG. 42

